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Greer, Jr. et al.

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(54) **TEXTURE MATERIAL FOR COVERING A REPAIRED PORTION OF A TEXTURED SURFACE**

USPC 239/1, 11, 337, 346, 373, 390, 391, 239/392, 394, 397; 222/394, 402.1, 402.17; 524/249, 291; 424/59

See application file for complete search history.

(71) Applicant: **Homax Products, Inc.**, Bellingham, WA (US)

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(73) Assignee: **Homax Products, Inc.**, Bellingham, WA (US)

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 189 days.

This patent is subject to a terminal disclaimer.

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(65) **Prior Publication Data**

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Related U.S. Application Data

(63) Continuation of application No. 13/275,511, filed on Oct. 18, 2011, now Pat. No. 8,342,421, which is a

(Continued)

(51) **Int. Cl.**

B05B 17/00 (2006.01)
B65D 83/68 (2006.01)

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(52) **U.S. Cl.**

CPC **B65D 83/68** (2013.01); **A61Q 17/04** (2013.01); **B05B 1/12** (2013.01); **B05B 1/14** (2013.01);

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(58) **Field of Classification Search**

CPC B05B 1/34; B05B 7/2435; B05B 9/04; B05B 15/065; B05B 1/1654; B05B 1/16; B05B 1/12; B05B 1/14; B05B 1/1645; B65D 83/20; B65D 83/44; B65D 83/7532; B65D 83/38; B65D 83/48; B65D 83/752; C08K 5/17; C08K 5/18; C08K 5/1345; C08K 5/134; A61Q 17/04

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ASTM Designation: G61-86, Standard Test Method for Conducting Cyclic Potentiodynamic Polarization Measurements for Localized Corrosion Susceptibility of Iron-Nickel-, or Cobalt-Based Alloys, (Reapproved 1993), pp. 238-242, Philadelphia, PA.

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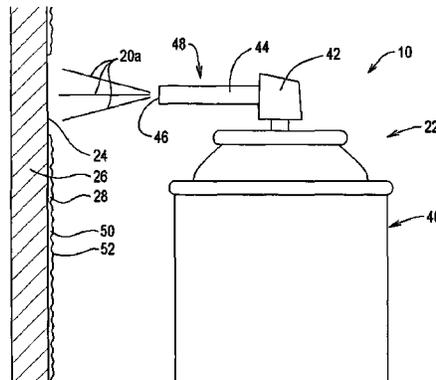
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(57) **ABSTRACT**

The present invention may be embodied as a texturing system for applying a desired texture pattern on a surface comprising texture material comprising a pH adjusting material and at least one pH change material and a dispensing system comprising a container assembly and a propellant material. The propellant material pressurizes the texture material within the container assembly. The dispensing system allows texture material to flow out of the container assembly and onto the surface such that a visible physical structure of the texture material corresponds to a desired texture pattern. When the texture material is applied to the surface, the texture material defines a first pH level associated with a first appearance. When dry, the texture material defines a second pH level such that the pH change material defines a second appearance. The second appearance is perceptibly different from the first appearance. The desired texture pattern is unchanged.

19 Claims, 1 Drawing Sheet



Related U.S. Application Data

continuation of application No. 12/628,944, filed on Dec. 1, 2009, now Pat. No. 8,038,077, which is a continuation of application No. 11/982,149, filed on Oct. 31, 2007, now Pat. No. 7,624,932, which is a continuation of application No. 11/499,435, filed on Aug. 4, 2006, now Pat. No. 7,337,985, which is a continuation-in-part of application No. 11/045,412, filed on Jan. 27, 2005, now abandoned.

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(51) **Int. Cl.**

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- B05B 7/24** (2006.01)
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- B65D 83/20** (2006.01)
- B65D 83/14** (2006.01)
- B65D 83/38** (2006.01)
- B65D 83/48** (2006.01)
- A61Q 17/04** (2006.01)
- C08K 5/17** (2006.01)
- C08K 5/18** (2006.01)
- B05D 5/06** (2006.01)
- B05D 5/00** (2006.01)
- B05D 1/02** (2006.01)

(52) **U.S. Cl.**

- CPC **B05B 1/16** (2013.01); **B05B 1/1645** (2013.01); **B05B 1/1654** (2013.01); **B05B 1/34** (2013.01); **B05B 7/2435** (2013.01); **B05B 9/04** (2013.01); **B05B 15/065** (2013.01); **B05D 5/00** (2013.01); **B05D 5/061** (2013.01); **B65D 83/20** (2013.01); **B65D 83/38** (2013.01); **B65D 83/44** (2013.01); **B65D 83/48** (2013.01); **B65D 83/752** (2013.01); **B65D 83/7532** (2013.01); **C08K 5/17** (2013.01); **C08K 5/18** (2013.01); **B05D 1/02** (2013.01)

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FIG. 1

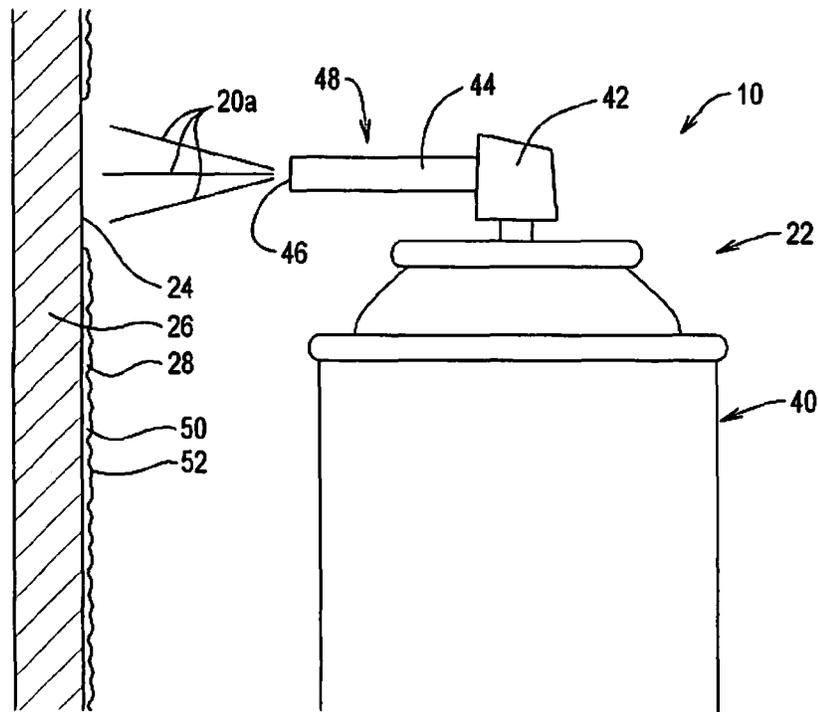


FIG. 2

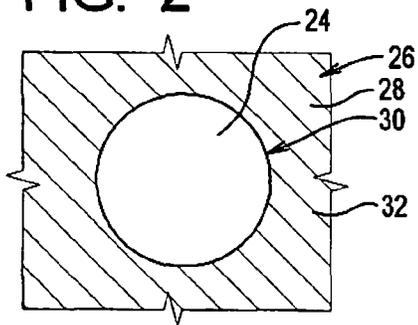


FIG. 3

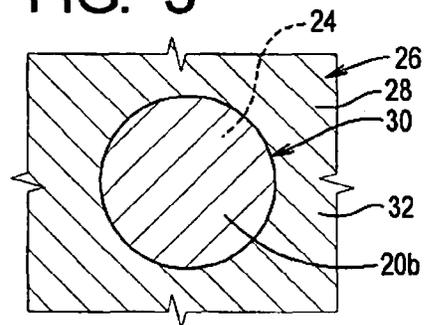


FIG. 4

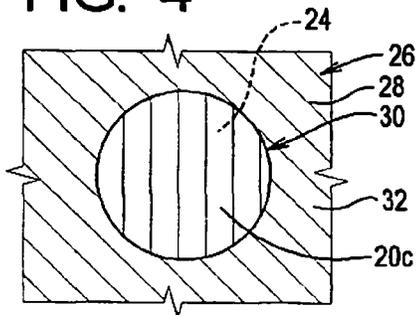
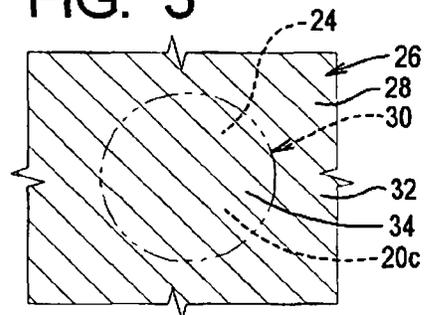


FIG. 5



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TEXTURE MATERIAL FOR COVERING A REPAIRED PORTION OF A TEXTURED SURFACE

RELATED APPLICATIONS

This application, U.S. patent application Ser. No. 13/732,171 filed Dec. 31, 2012 is a continuation of U.S. patent application Ser. No. 13/275,511 filed Oct. 18, 2011, now U.S. Pat. No. 8,342,421 which issued on Jan. 1, 2013.

U.S. patent application Ser. No. 13/275,511 is a continuation of U.S. patent application Ser. No. 12/628,944 filed Dec. 1, 2009, now U.S. Pat. No. 8,038,077 which issued Oct. 18, 2011.

U.S. patent application Ser. No. 12/628,944 is a continuation of U.S. patent application Ser. No. 11/982,149 filed Oct. 31, 2007, now U.S. Pat. No. 7,624,932 which issued Dec. 1, 2009.

U.S. patent application Ser. No. 11/982,149 is a continuation of U.S. patent application Ser. No. 11/499,435 filed Aug. 4, 2006, now U.S. Pat. No. 7,337,985 which issued Mar. 4, 2008.

U.S. patent application Ser. No. 11/499,435 is a continuation-in-part of U.S. patent application Ser. No. 11/045,412 filed Jan. 27, 2005, now abandoned.

U.S. patent application Ser. No. 11/045,412 claims benefit of U.S. Provisional Application Ser. No. 60/539,681 filed Jan. 28, 2004.

The contents of all related applications listed above are incorporated herein by reference.

TECHNICAL FIELD

The present invention relates to systems and methods for forming a texture on a surface and, more specifically, to texturing systems and methods adapted to apply texture material to cover a repaired portion of a surface having a pre-existing texture formed thereon.

BACKGROUND

Wall and other surfaces are often textured. Textures can be an integral part of the surface, such as with a concrete or wood wall, or can be a separate layer or coating applied to an underlying structural member for aesthetic purposes. The texture can be patterned, as in the case of wood grain, or can be random or variegated, such as with a conventional sprayed on texture coating.

A problem arises when the surface on which a texture pattern has been formed is damaged. The damage may arise from any one of a number of causes such as a dent or hole from an impact, discoloration or the like from water damage, and seams left after the removal and replacement of a portion of structural wall member to allow access through the wall. After the damage has been repaired, the texture on the repaired portion of the wall often does not match the pre-existing texture pattern on the wall around the repaired portion.

One class of surface texture is formed by applying a coating material to the wall surface. Typically, this type of texture material is initially applied to a structural drywall member using a spray applicator that combines the texture material in wet form with a stream of pressurized air. This type of texture material will be referred to herein as drywall texture material. Drywall texture material is typically white and is not usually

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appropriate as a finish surface, so at least one coat of paint is typically applied over the texture material to form the finish surface.

Aerosol systems for dispensing drywall texture material typically include a system for varying the size of an outlet opening defined by the system to allow the texture pattern formed thereby to be altered to match the pre-existing texture pattern. The present invention is of particular importance when embodied as a system or method for applying drywall texture material during the process of repairing a structural drywall member, and that application of the present invention will be described herein in detail. The present invention may, however, have application to other types of texture materials and application systems. The scope of the present invention should thus be determined by the claims appended hereto and not the present background discussion and following detailed description of the invention.

One problem with repair systems for dispensing drywall texture material is that the coating formed thereby does not set in the desired pattern until the texture material dries. If paint is brushed or rolled onto the texture material before it has dried, the mechanical action of applying the paint over the undried texture material can unacceptably alter the texture pattern. On the other hand, it is desirable to complete the repair job as soon as possible, which requires that paint be applied to the texture material covering the patched region as soon as possible after the texture material has dried.

Additionally, most texture material is white, and white or off-white is a common interior paint color. When a number of small holes in a room are repaired, it can be difficult to determine where the repairs have been made when because the white texture material on the repaired area does not stand out against the background of white paint.

The need thus exists for systems and methods for applying drywall texture material to wall surfaces that: (a) allow paint to be applied over the texture material as soon as possible without altering the texture pattern; and/or (b) help identify where repairs have been made in the wall.

SUMMARY

The present invention may be embodied as a texturing system for applying a desired texture pattern on a surface comprising texture material comprising a pH adjusting material and at least one pH change material and a dispensing system comprising a container assembly and a propellant material. The propellant material and the texture material are arranged within the container assembly such that the propellant material pressurizes the texture material. The dispensing system is placed in an open configuration to allow texture material to flow out of the container assembly and onto the surface. The dispensing system is configured such that a visible physical structure of the texture material dispensed onto the surface corresponds to a desired texture pattern. When the texture material is initially applied to the surface, the texture material defines a first pH level, with the first pH level being at least partly defined by the pH adjusting material such that the pH change material defines a first appearance. After the texture material solidifies in the desired texture pattern on the surface, the texture material defines a second pH level such that the pH change material defines a second appearance. The second appearance is perceptively different from the first appearance. The desired texture pattern is unchanged.

The present invention may be embodied as a texturing system for applying a desired texture pattern on a surface comprising texture material comprising a pH adjusting mate-

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rial and at least one pH change material and a dispensing system comprising a container assembly and a propellant material. The propellant material and the texture material are arranged within the container assembly such that the propellant material pressurizes the texture material. The dispensing system is placed in an open configuration to allow texture material to flow out of the container assembly and onto the surface. The dispensing system is configured such that a visible physical structure of the texture material dispensed onto the surface corresponds to a desired texture pattern. When the texture material is initially applied to the surface, the texture material defines a first pH level, with the first pH level being at least partly defined by the pH adjusting material such that the pH change material defines a first appearance. After the texture material solidifies in the desired texture pattern on the surface, the texture material defines a second pH level such that the pH change material defines a second appearance. The second appearance is perceptively different from the first appearance. The desired texture pattern is unchanged.

The present invention may also be embodied as a texture comprising a carrier, a binder, a filler, and a pH change material. The pH change material is at least one material selected from the group of materials consisting of Methyl violet, Thymol blue, Methyl orange, Bromocresol green, Methyl red, Litmus, Bromothymol blue, Thymol blue, Phenolphthalein, Thymolphthalein, and Alizarin yellow. The texture material changes from a wet form to a solidified form when exposed to air. A pH of the texture material changes as the texture material changes from the wet form to the solidified form. An appearance of at least one appearance characteristic of the at least one material forming the pH change material changes as the pH of the texture material changes. A visible physical structure of the texture material does not change as the texture material changes from the wet form to the solidified form.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a side elevation view depicting an aerosol system for dispensing texture material of the present invention;

FIG. 2 is a front elevation view depicting a patched portion of a textured wall onto which texture material is to be applied;

FIG. 3 is a front elevation view depicting the patched portion of the textured wall of FIG. 2 with texture material of the present invention applied thereto;

FIG. 4 is a front elevation view depicting the patched portion of the textured wall of FIG. 3 after a time interval after which the texture material of the present invention has dried; and

FIG. 5 is a front elevation view depicting the patched portion of the textured wall of FIG. 4 after paint has been applied over the dried texture material of the present invention.

DETAILED DESCRIPTION

Referring initially to FIGS. 1, 3, and 4 of the drawing, these figures depict a texturing system 10 for dispensing a texture material 20 formulated in accordance with, and embodying, the principles of the present invention. FIG. 1 shows that the texturing system comprises a dispensing system 22 for applying the texture material 20 to a surface 24 of a structural member 26. FIGS. 1-5 show that a pre-existing surface coating 28 has been applied to the surface 24.

The structural member 26 has been repaired to define a patched portion 30 that is surrounded by an un-patched por-

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tion 32. The patched portion 30 is textured with the texture material 20 as shown in FIGS. 3 and 4 and coated with a paint layer 34 as shown in FIG. 5.

The texture material 20 takes several forms in the process depicted in FIGS. 1-5. When stored in and dispensed from the dispensing system 22, the texture material 20 is in a liquid form 20a. When deposited onto the patched portion 30 of the surface 24, the texture material 20 is in a wet form 20b in which the texture material 20 has a physical structure but is malleable. After the texture material 20 dries, the texture material 20 is in a solidified form 20c in which the texture material is no longer malleable.

Importantly, the texture material 20 is formulated such that the appearance of the texture material 20 is different in the wet form 20b than when in the solidified form 20c. As will be described in further detail below, the change in appearance between the wet and solidified forms allows the user to know when the texture material 20 may be painted.

With foregoing general understanding of the present invention in mind, the details of construction and operation of the use of the texture material 20 will now be described in further detail.

The dispensing system 22, structural member 26, pre-existing surface coating 28, and paint layer all are or may be conventional and will be described herein only to the extent necessary for a complete understanding of the present invention.

The exemplary dispensing system 22 is an aerosol dispensing system comprising a container assembly 40, an actuator member 42, and an outlet tube 44 defining an outlet opening 46. The texture material 20 in the liquid form 20a is stored within the container assembly 40 under pressure and in a substantially air-tight manner. The outlet tube 44 is supported by the actuator member 42. Depressing the actuator member 42 causes a valve assembly (not shown) within the container assembly 40 to open, thereby allowing the pressurized liquid texture material 20a to flow out of the container assembly 40 through the outlet opening 46 defined by the outlet tube 44.

Dispensing systems other than the aerosol dispensing system 22 may be used to dispense the texture material 20. As examples, the texture material 20 may be dispensed by using an aerosol system as described in U.S. Pat. Nos. 5,645,198 and 6,152,335, a hand pump dispenser as described in U.S. Pat. No. 4,411,387, or a hopper gun as described in U.S. Pat. No. 5,727,736.

The outlet tube 44 forms a part of a selecting system 48 for selecting the texture pattern created when the liquid texture material 20a is deposited onto the surface 24 of the structural member 26. In particular, a plurality of outlet tubes 44 each defining an outlet opening 46 having a different cross-sectional area may be provided. Each cross-sectional area is associated with a different texture pattern, and the appropriate outlet tube 44 is selected to substantially match the texture pattern of the pre-existing surface coating 28. Selecting systems using straws like the selecting system 48 are described in U.S. Pat. No. 6,116,473. The selecting system may be formed by other selecting systems, such as those disclosed in U.S. Pat. No. 6,446,842. The disclosures of the '473 and '842 patents are incorporated herein by reference.

The structural member 26 is typically a sheet of material referred to as drywall material. Drywall material is relatively inexpensive and has desirable structural and fire-resistant properties, but the surface 24 thereof is not finished. At a minimum, the surface 24 is typically painted or covered with wallpaper. In FIGS. 1-5, this surface 24 was originally

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sprayed with texture material to form an irregular texture pattern and then painted to obtain the pre-existing surface coating 28.

More specifically, the exemplary pre-existing surface coating 28 comprises a texture layer 50 with a pre-existing texture pattern and a paint layer 52 with a pre-existing color and finish. Accordingly, when the patched portion 30 of the structural member 26 is formed, the surface 24 of the structural member 26 at the patched portion 30 looks and feels different than the pre-existing surface coating 28 on the surface 24 of the structural member 26 surrounding the patched portion 30.

The process of applying the texture material 20 to the surface 24 of the structural member 26 using the exemplary dispensing system 22 will now be described in detail. Initially, as generally described above and shown in FIGS. 1 and 2, the surface 24 of the structural member 26 is exposed within the patched portion 30 after the structural member 26 has been repaired.

The selecting system 48 is initially configured to cause the texture material 20 to be dispensed from the dispensing system 22 in a spray pattern that will result in a desired texture pattern that substantially matches the texture pattern of the pre-existing surface coating 28. The dispensing system 22 is then arranged such that the outlet opening 46 is adjacent to, and the outlet tube 44 is aimed towards, the patched portion 30. The actuator member 42 is then depressed to cause the liquid texture material 20a to be deposited onto the patched portion 30 of the surface 24 of the structural member 26.

When initially deposited onto the surface 24, the texture material is in the form of the wet texture material 20b. The wet texture material 20b contains substantially the same moisture content as the liquid texture material 20a, but the physical structure of the wet texture material 20b corresponds to the desired texture pattern. The wet texture material 20b is malleable, however, and the physical structure thereof can be altered by physical contact.

When deposited onto the surface 24, the material 20 is exposed to ambient air and begins to dry. After a period of time, the wet texture material 20b dries sufficiently to change into the solidified texture material 20c. The solidified texture material 20c is no longer malleable and may be coated with paint using conventional painting techniques without altering the physical structure thereof. Accordingly, as shown in FIG. 5, the paint layer 34 may be applied to the solidified texture material 20c without changing the desired texture pattern associated with the texture material 20 in the wet and solidified forms 20b and 20c.

As generally described above, the texture material 20 is formulated such that the visual appearance of the texture material 20 in the wet form 20b differs from that of the texture material 20 in the solidified form 20c. The change in visual appearance between the wet and solidified forms 20b and 20c may take the form of any one or more of a number of characteristics such as glossiness, color, or the like. The person making the repair is thus able to visually discern when the paint layer 34 may be applied over the patched portion 30.

In general, the liquid form of the texture material 20a comprises a base or carrier, a binder, a filler, and a change material or pigment. If the dispensing system used is an aerosol system, the liquid texture material 20a will further comprise a propellant material. Optionally, the texture material 20 may comprise an aggregate material.

The primary difference between the liquid and wet forms 20a and 20b of the texture material 20 and the solidified form 20c thereof is the moisture content. The moisture content of the texture material 20 is determined by the carrier and optional propellant. The carrier and propellant are liquids that

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allow the texture material 20 to flow when in the liquid form 20a. The carrier (or base) is typically water which will evaporate over a time period determined by conditions such as heat, humidity, and the like. If used, the propellant typically immediately gasifies as the liquid form 20a of the material 20 is sprayed from the dispensing system 22. Once the liquid ingredients have dissipated, the binder adheres to the surface being coated and holds the filler, pigment, and any other ingredients in the physical structure corresponding to the desired texture pattern.

One characteristic of the texture material 20 is thus that the appearance thereof changes with changing moisture content. The change material or pigment can be any one of a number of materials the appearance of which changes with moisture content. The characteristics of the change material or pigment that change may include sheen and color. As examples, the sheen of the change material or pigment can change from flat to glossy, or vice versa, or the color of the change pigment can change from dark blue to light blue, or vice versa. In any case, this change should be noticeable with the unaided eye.

Desirably, the characteristic of the change material pigment that changes when the texture material 20 is in the solidified form is noticeably distinguishable from the similar characteristic of the pre-existing surface coating 28. For example, if the sheen of the pre-existing surface coating 28 is flat, the texture material 20 could dry to a high gloss finish when in the solidified form. If the color of the pre-existing surface coating 28 is white or off-white, the texture material 20 could dry to a color such as blue or red that can easily be distinguished from that of the surface coating 28.

The following Table A contains a number of example change materials or pigments.

TABLE A

Material	Dry Color	Dry pH	Wet Color	Wet pH
Methyl violet	Yellow	0.0	Blue	1.6
Thymol blue	Red	1.2	Yellow	2.8
Methyl orange	Red	3.2	Yellow	4.4
Bromocresol green	Yellow	3.8	Blue	5.4
Methyl red	Red	4.8	Yellow	6.0
Litmus	Red	5.0	Blue	8.0
Bromothymol blue	Yellow	6.0	Blue	7.6
Thymol blue	Yellow	8.0	Blue	9.6
Phenolphthalein	Colorless	9.4	Pink	10.6
Thymolphthalein	Colorless	9.4	Blue	10.6
Alizarin yellow	Yellow	10.1	Red	12.0

The example change materials or pigments in Table A change color based on changing pH of the texture material 20 as the texture material 20 dries. In particular, the in-can (wet) pH of an aerosol wall texture material is typically approximately between 9 and 10 due to the relatively high alkalinity of the high mineral content of such formulations. After the texture material is dispensed from the can, the water in the texture material evaporates. As the water evaporates, the pH drops to around 6.0. Accordingly, as shown in Table A above, certain color change materials or pigments, such as bromothymol blue, can be used to indicate dryness of the texture material without altering the pH of the texture material.

Other color change materials or pigments that change pH within different ranges may also be used by adjusting the acidity or alkalinity of the texture material. For example, adding an alkaline material such as ammonia to the texture material can raise the in-can (wet) pH of the texture material to approximately 11 or 12. As the texture material dries, the pH drops to approximately 6 to 8. Color change materials or pigments such as Phenolphthalein and Thymolphthalein can

thus be used to indicate dryness of the texture material with the use of an alkaline material such as ammonia to increase the pH of the texture material. Adding an acidic material to decrease the pH of the texture material similarly allows the use of pH-based color change materials or pigments that change color at lower pH levels.

In addition, combinations of color change materials or pigments may be used to allow more control over the wet and dry colors of the texture material. For example, to engineer a texture material that changes color from orange to white, the color change material or pigment may be formed by a combination of Phenolphthalein and Alizarin yellow. This combination would be orange at a pH of 12 and would turn to a pale yellowish hue when the texture material dries. In the context of a texture material comprising a color change material formed by a combination of Phenolphthalein and Alizarin yellow and a filler such as calcium carbonate, the dry product would appear to be substantially white.

Set forth below is a table containing several examples of formulations of the texture material **20** of the present invention. While the examples of formulations described below are preferred, the present invention may be embodied using other formulations and other change materials or pigments.

Example

COMPONENT	PREFERRED	FIRST PREFERRED RANGE	SECOND PREFERRED RANGE
water (carrier)	30%	25-35%	20-40%
binder	5.3%	4.5-5.5%	3-7%
filler	53.2%	40-60%	20-70%
propellant	12.6%	10-15%	10-30%
bromothymol blue (color change pigment)	0.005%	0.003-0.007%	0.001-0.010%

In this example, the texture material **20** is adapted to be dispensed from an aerosol dispensing system such as the exemplary dispensing system **22** described above. The texture material **20** of this example when in the liquid and wet forms **20a** and **20b** is a light blue and fades to a grey or dark green as the moisture content drops sufficiently such that the material **20** is in the solidified form **20c**. The user thus knows when the texture material **20** is sufficiently dry to apply a paint coat on top of the solidified texture material **20c**. In addition, the user can easily recognize the area (or areas) that needs to be painted because the grey or dark green of the solidified texture material **20c** contrasts with typical colors of the pre-existing surface coating **28**.

One of ordinary skill in the art will recognize that the present invention may be embodied in forms other than those specifically described above. The scope of the present invention should thus be determined by the following claims and not the foregoing detailed description of the invention.

What is claimed is:

1. A texturing system for applying a desired texture pattern on a drywall surface having a pre-existing appearance, comprising:

- texture material comprising a pH adjusting material and at least one pH change material;
- a dispensing system comprising a container assembly and a propellant material; wherein
- the propellant material and the texture material are arranged within the container assembly such that the propellant material pressurizes the texture material;

the dispensing system is placed in an open configuration to allow texture material to flow out of the container assembly and onto the drywall surface;

the dispensing system is configured such that a visible physical structure of the texture material dispensed onto the drywall surface corresponds to a desired texture pattern;

when the texture material is initially applied to the drywall surface, the texture material defines a first pH level, with the first pH level being at least partly defined by the pH adjusting material such that the pH change material defines a first appearance; and

after the texture material solidifies in the desired texture pattern on the drywall surface, the texture material defines a second pH level such that the pH change material defines a second appearance, where the second appearance is perceptibly different from the first appearance and the pre-existing appearance, and the desired texture pattern is unchanged.

2. A texturing system as recited in claim 1, in which the texture material further comprises an aggregate material.

3. A texturing system as recited in claim 1, in which the first appearance differs from the second appearance in at least one appearance characteristic selected from the group of appearance characteristics consisting of sheen and color.

4. A texturing system as recited in claim 1, in which the first appearance differs from the second appearance in at least one appearance characteristic that is visible to an unaided eye.

5. A texturing system as recited in claim 1, in which the first appearance differs from the second appearance in at least one appearance characteristic of the texture material that is different from a similar appearance characteristic of the drywall surface.

6. A texturing system as recited in claim 1, in which the pH change material is at least one material selected from the group of materials consisting of Methyl violet, Thymol blue, Methyl orange, Bromocresol green, Methyl red, Litmus, Bromothymol blue, Thymol blue, Phenolphthalein, Thymolphthalein, and Alizarin yellow.

7. A texturing system as recited in claim 1, in which the pH adjusting material is alkaline.

8. A texturing system as recited in claim 1, in which the pH adjusting material is acidic.

9. A texturing system as recited in claim 1, in which the pH adjusting material increases the first pH level.

10. A texturing system as recited in claim 1, in which the pH adjusting material decreases the first pH level.

11. A method of applying a desired texture pattern on a drywall surface having a pre-existing appearance comprising the steps of:

- providing texture material comprising at least one pH change material;
- arranging the texture material within a container assembly;
- arranging a propellant material within the container assembly;
- arranging a pH adjusting material within the container assembly such that the pH adjusting material at least partly defines a first pH level of the texture material;
- placing the container assembly in an open configuration to allow the propellant material to force the texture material out of the container assembly and onto the drywall surface such that a visible physical structure of the texture material on drywall surface corresponds to a desired texture pattern;
- allowing the texture material on the drywall surface to dry, where when the texture material changes from the first pH level to the second pH level, the dry texture material

defines a second pH level such that the at least one pH change material changes appearance, the appearance of the at least one pH change material when dry is different from the pre-existing appearance; and the desired texture pattern is unchanged.

12. A texture material for a drywall surface having a pre-existing appearance comprising:

- a carrier,
- a binder,
- a filler, and
- a pH change material, where the pH change material is at least one material selected from the group of materials consisting of Methyl violet, Thymol blue, Methyl orange, Bromocresol green, Methyl red, Litmus, Bromothymol blue, Thymol blue, Phenolphthalein, Thymolphthalein, and Alizarin yellow; wherein the texture material changes from a wet form to a solidified form when applied to the drywall surface and exposed to air;
- a pH of the texture material changes as the texture material changes from the wet form to the solidified form;
- an appearance of at least one appearance characteristic of the at least one material forming the pH change material changes as the pH of the texture material changes to form a changed appearance, where the changed appearance differs from the pre-existing appearance;
- a visible physical structure of the texture material on the drywall surface does not change as the texture material changes from the wet form to the solidified form.

13. A texture material as recited in claim 12, in which the appearance characteristic of the texture material associated with the at least one material forming the pH change material in both the wet form and the solidified form differs from a similar appearance characteristic of the drywall surface.

14. A texture material as recited in claim 12, further comprising a pH adjusting material, where the pH adjusting material at least partly defines a pH of the texture material.

15. A texture material as recited in claim 12, in which changes in appearance of the pH change material result in change in at least one appearance characteristic that is visible to an unaided eye.

16. A texturing system for applying a desired texture pattern on a drywall surface, comprising:

- texture material comprising first and second pH change materials and at least one pH adjusting material;
- a dispensing system comprising a container assembly and a propellant material; wherein the propellant material and the texture material are arranged within the container assembly such that the propellant material pressurizes the texture material;
- the dispensing system is placed in an open configuration to allow texture material to flow out of the container assembly and onto the drywall surface;

the dispensing system is configured such that a visible physical structure of the texture material dispensed onto the drywall surface corresponds to a desired texture pattern;

when the texture material is initially applied to the drywall surface, the texture material defines a first pH level, with the first pH level being at least partly defined by the pH adjusting material such that at least one of the first and second pH change materials define a first appearance;

after the texture material solidifies in the desired texture pattern on the drywall surface, the texture material defines a second pH level such that at least one of the first and second pH change materials define a second appearance, where

the second appearance is perceptibly different from the first appearance, and the desired texture pattern is unchanged; and

at least one of the first and second pH change materials defines the first appearance when a pH of the texture material is at the first pH level and at least one of the first and second pH change materials defines the second appearance when the pH of the texture material is at the second pH level.

17. A texturing system as recited in claim 16, in which the first and second pH change material are two materials selected from the group of materials consisting of Methyl violet, Thymol blue, Methyl orange, Bromocresol green, Methyl red, Litmus, Bromothymol blue, Thymol blue, Phenolphthalein, Thymolphthalein, and Alizarin yellow.

18. A texture material for a drywall surface comprising:

- a carrier,
- a binder,
- a filler, and
- at least two pH change materials, where the pH change materials are selected from the group of materials consisting of Methyl violet, Thymol blue, Methyl orange, Bromocresol green, Methyl red, Litmus, Bromothymol blue, Thymol blue, Phenolphthalein, Thymolphthalein, and Alizarin yellow; wherein

the texture material changes from a wet form to a solidified form when applied to the drywall surface and exposed to air;

a pH of the texture material changes as the texture material changes from the wet form to the solidified form;

an appearance of at least one appearance characteristic of the at least two pH change materials changes as the pH of the texture material changes;

a visible physical structure of the texture material on the drywall surface does not change as the texture material changes from the wet form to the solidified form.

19. A texture material as recited in claim 18, in which changes in appearance of at least one of the at least two pH change materials result in change in at least one appearance characteristic of the texture material selected from the group of appearance characteristics consisting of sheen and color.

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